

Koichi Kise

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/373054/publications.pdf>

Version: 2024-02-01

69
papers

722
citations

1478505

6
h-index

839539

18
g-index

70
all docs

70
docs citations

70
times ranked

396
citing authors

#	ARTICLE	IF	CITATIONS
1	Segmentation of Page Images Using the Area Voronoi Diagram. Computer Vision and Image Understanding, 1998, 70, 370-382.	4.7	206
2	Shakedrop Regularization for Deep Residual Learning. IEEE Access, 2019, 7, 186126-186136.	4.2	77
3	Towards inferring language expertise using eye tracking. , 2013, , .		38
4	Real-Time Document Image Retrieval for a 10 Million Pages Database with a Memory Efficient and Stability Improved LLAH. , 2011, , .		34
5	A Survey of Comics Research in Computer Science. Journal of Imaging, 2018, 4, 87.	3.0	29
6	Speech balloon and speaker association for comics and manga understanding. , 2015, , .		22
7	Specific Comic Character Detection Using Local Feature Matching. , 2013, , .		20
8	Real-Time Retrieval for Images of Documents in Various Languages Using a Web Camera. , 2009, , .		19
9	Recognition of Multiple Characters in a Scene Image Using Arrangement of Local Features. , 2011, , .		18
10	The eye as the window of the language ability: Estimation of English skills by analyzing eye movement while reading documents. , 2015, , .		18
11	An Anytime Algorithm for Camera-Based Character Recognition. , 2013, , .		17
12	Real-Time Document Image Retrieval on a Smartphone. , 2012, , .		15
13	Towards an automated estimation of English skill via TOEIC score based on reading analysis. , 2016, , .		15
14	Detection of exact and similar partial copies for copyright protection of manga. International Journal on Document Analysis and Recognition, 2013, 16, 331-349.	3.4	14
15	Similar Manga Retrieval Using Visual Vocabulary Based on Regions of Interest. , 2011, , .		11
16	Wordometer Systems for Everyday Life. , 2018, 1, 1-21.		10
17	Identification of Reader Specific Difficult Words by Analyzing Eye Gaze and Document Content. , 2017, , .		9
18	I see you: How to improve wearable activity recognition by leveraging information from environmental cameras. , 2013, , .		8

#	ARTICLE	IF	CITATIONS
19	A Study to Achieve Manga Character Retrieval Method for Manga Images. , 2014, , .		8
20	Vertical error correction of eye trackers in nonrestrictive reading condition. IPSJ Transactions on Computer Vision and Applications, 2016, 8, .	4.4	7
21	Japanese reading objective understanding estimation by eye gaze analysis. , 2017, , .		7
22	VisPhoto: Photography for People with Visual Impairment as Post-Production of Omni-Directional Camera Image. , 2020, , .		7
23	Robust and efficient recognition of low-quality images by cascaded recognizers with massive local features. , 2009, , .		6
24	Detecting Printed and Handwritten Partial Copies of Line Drawings Embedded in Complex Backgrounds. , 2009, , .		6
25	Automatic Labeling for Scene Text Database. , 2013, , .		6
26	Using the Eye Gaze to Predict Document Reading Subjective Understanding. , 2017, , .		6
27	Focusing on the face or getting distracted by social signals? The effect of distracting gestures on attentional focus in natural interaction. Psychological Research, 2021, 85, 491-502.	1.7	6
28	Compressed representation of feature vectors using a Bloomier filter and its application to specific object recognition. , 2009, , .		5
29	Speeding up the Detection of Line Drawings Using a Hash Table. , 2009, , .		5
30	Where Are You Looking At? - Feature-Based Eye Tracking on Unmodified Tablets. , 2013, , .		5
31	Estimation of Student's Engagement Using a Smart Chair. , 2018, , .		5
32	Mental State Analysis on Eyewear. , 2018, , .		5
33	Estimation of reading subjective understanding based on eye gaze analysis. PLoS ONE, 2018, 13, e0206213.	2.5	5
34	Capturing Digital Ink as Retrieving Fragments of Document Images. , 2009, , .		4
35	Keystrokes Tell You How Confident You Are. , 2018, , .		4
36	Comics Story Representation System Based on Genre. , 2018, , .		4

#	ARTICLE	IF	CITATIONS
37	Accuracy Improvement and Objective Evaluation of Annotation Extraction from Printed Documents. , 2008, , .		3
38	Fast and Optimal Binary Template Matching Application to Manga Copyright Protection. , 2014, , .		3
39	Towards Quality Assessment of Crowdworker Output Based on Behavioral Data. , 2019, , .		3
40	Distortion-Adaptive Grape Bunch Counting for Omnidirectional Images. , 2021, , .		3
41	Suitable Camera and Rotation Navigation for People with Visual Impairment on Looking for Something Using Object Detection Technique. Lecture Notes in Computer Science, 2020, , 495-509.	1.3	3
42	TAIM: Tool for Analyzing Root Images to Calculate the Infection Rate of Arbuscular Mycorrhizal Fungi. Frontiers in Plant Science, 2022, 13, 881382.	3.6	3
43	Page segmentation using thinning of white areas. Systems and Computers in Japan, 1998, 29, 59-68.	0.2	2
44	Object Recognition Based on n-gram Expression of Human Actions. , 2010, , .		2
45	Expanding Recognizable Distorted Characters Using Self-Corrective Recognition. , 2012, , .		2
46	Reading similarity measure based on comparison of fixation sequences. , 2015, , .		2
47	Comic Story Analysis Based on Genre Classification. , 2017, , .		2
48	Individuality-Preserving Silhouette Extraction for Gait Recognition and Its Speedup. IEICE Transactions on Information and Systems, 2021, E104.D, 992-1001.	0.7	2
49	Leveraging Pyramidal Feature Hierarchy for 3D Reconstruction. Communications in Computer and Information Science, 2020, , 347-362.	0.5	2
50	Learning Pyramidal Feature Hierarchy for 3D Reconstruction. IEICE Transactions on Information and Systems, 2022, E105.D, 446-449.	0.7	2
51	1.5 million subspaces of a local feature space for 3D object recognition. , 2011, , .		1
52	Digital Watermarking Method to Extract Watermarks from Printed Matters with Cell Phone by Using Finder Patterns and Alignment Pattern of QR Code. , 2013, , .		1
53	Automatic Landmark-Guided Face Image Generation for Anime Characters Using C\$\$^2\$\$GAN. Lecture Notes in Computer Science, 2021, , 236-249.	1.3	1
54	Digital Watermarking Method for Printed Matters Using Deep Learning for Detecting Watermarked Areas. IEICE Transactions on Information and Systems, 2021, E104.D, 34-42.	0.7	1

#	ARTICLE	IF	CITATIONS
55	Affine Invariant Character Recognition by Progressive Removing. IEEJ Transactions on Industry Applications, 2011, 131, 873-879.	0.2	1
56	Cartoon Character Recognition Using Concentric Multi-Region Histograms of Oriented Gradients. IEEJ Transactions on Electronics, Information and Systems, 2012, 132, 1847-1854.	0.2	1
57	Theoretical analysis on pruning nearest neighbor candidates by locality sensitive hashing. , 2010, , .		0
58	Similar Fragment Retrieval of Animations by a Bag-of-Features Approach. , 2012, , .		0
59	Event Detection Based on Noisy Object Information. , 2013, , .		0
60	Recognition of Layout-Free Characters on Complex Background. , 2013, , .		0
61	Retrieval of Relevant Parts of Document Images Based on 2D Density Distributions of Characters. IEEJ Transactions on Electronics, Information and Systems, 2005, 125, 113-119.	0.2	0
62	Analysis of Annotation on Documents for Recycling Information. IEEJ Transactions on Electronics, Information and Systems, 2006, 126, 443-450.	0.2	0
63	A System for Recommending Tags of Images Using Co-Occurrence of Tags and Similar Images. IEEJ Transactions on Electronics, Information and Systems, 2009, 129, 475-480.	0.2	0
64	Analysis on the Effect of Dataset Differences for Object Recognition -For the Case of Recognition Methods Based on Exact Matching of Feature Vectors-. IEEJ Transactions on Electronics, Information and Systems, 2011, 131, 1915-1924.	0.2	0
65	Object Recognition with Less Requirements. IEEJ Transactions on Electronics, Information and Systems, 2011, 131, 1878-1888.	0.2	0
66	7. The Future of Video Surveillance for Criminal Investigation. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2016, 70, 80-84.	0.1	0
67	Photo Taking Assistance with Omni-Directional Camera for People with Visual Impairment. Journal of Japan Society for Fuzzy Theory and Intelligent Informatics, 2020, 32, 80-86.	0.0	0
68	Correction to: Suitable Camera and Rotation Navigation for People with Visual Impairment on Looking for Something Using Object Detection Technique. Lecture Notes in Computer Science, 2020, , C1-C1.	1.3	0
69	Obtaining Labels for In-the-Wild Studies: Using Visual Cues and Recall. IEEE Pervasive Computing, 2021, , 1-10.	1.3	0